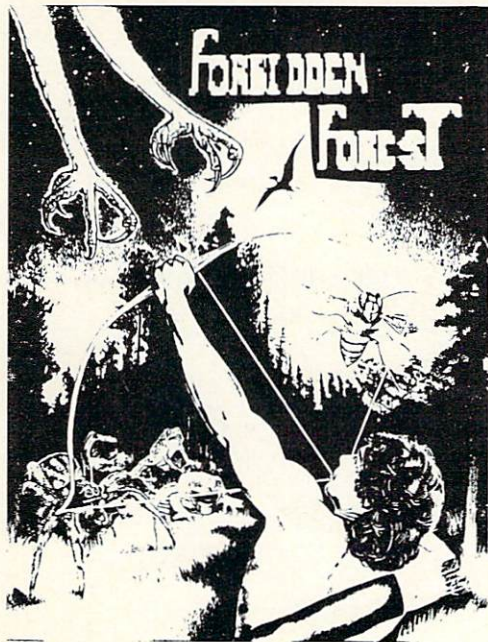


ATARI®



FORBIDDEN FOREST

by
Paul Norman
Atari® conversion by
Vance Kozik

An exciting, daring and skillful game designed for all
ATARI® Personal Computer Systems.

GAMES WORTH PLAYING

Atari® is a registered trademark of Atari, Inc.

CONTENTS

OVERVIEW	3
SYSTEM REQUIREMENTS	4
LOADING THE PROGRAM	4
USING THE JOYSTICK	6
PLAYING FORBIDDEN FOREST FOR THE FIRST TIME	7
MONSTERS AND GAME HINTS	8
SCORING	9
IF YOU CANNOT LOAD THE PROGRAM	9
WARRANTY	10
PROGRAMMER BIOGRAPHY	11



cosmi 904 Silver Spur Road, Suite 402, Rolling Hills Estates, California 90274

© 1984 Cosmi

INSTRUCTIONS



FORBIDDEN FOREST

by Paul Norman

OVERVIEW

At first glance it looks like a pleasant wooded glade on a peaceful, mild day. Watch out! It's a giant spider! RUN! You don't know how it happened; you don't know how you got here, but, unfortunately, you've wandered into the FORBIDDEN FOREST! You'll find a bow in your hand and a quiver full of arrows on your back, as well as four more full quivers on the ground beside you. You're going to need them.

The Forbidden Forest is a place on this world but certainly not of this world. It is a place of unrelenting terror and trial. It is ruled by the dreaded Demogorgon – demonic king of monsters. He will send in his horde of grisly creatures against anyone who dares enter his realm. And if by some miracle, or your own skill, you should vanquish his army, you will have to face the Demogorgon himself. A word of encouragement: no one has ever returned from the Forbidden Forest alive!

There are five different areas of the forest in which to do battle and you may enter any one of them at any time by running in either direction as they flow into each other, creating one large forest. The sky slowly darkens as you go from late

afternoon to the dead of night. Together, these features offer multiple and varied environments. Within this ever changing arena, you will face increasingly difficult levels of adventure with five different challenges in each level. Fight your way through bloated bees and winged dragons and killer skeletons, and more, to come face to face with the ultimate terror – the Demogorgon!

SYSTEM REQUIREMENTS

- 1.) The Forbidden Forest cassette or diskette.
- 2.) Atari® 400/600XL/800/800XL/1200XL/1400XL/1450XLD™ computer.
- 3.) Atari® 410/1010™ cassette program recorder or Atari® 810/1050™ disk drive.
- 4.) One joystick controller.

IMPORTANT NOTE FOR ATARI® XL COMPUTER OWNERS

Some ATARI® XL series computers which include built-in ATARI® BASIC programming language require that the BASIC language be disengaged before they will load cassette and diskette programs. This is accomplished on the diskette version by holding the OPTION key down while turning the computer on **and** until the TV monitor screen turns blue. When loading the cassette version, you must hold down **both** the START **and** OPTION keys while turning on the computer. After the computer goes "beep," release **only** the START key and push the RETURN key. When the TV screen turns blue, you may then release the OPTION key and the program will load normally.

LOADING THE PROGRAM

FORBIDDEN FOREST is a machine language game program and therefore does not use a BASIC cartridge. It is designed in 16K RAM and is loaded by the following steps in exact order:

CASSETTE VERSION

- 1.) Turn off the Atari® 400/600XL/800/800XL/1200XL/1400XL/1450XLD™ and remove all cartridges from the program cartridge slots (including game cartridges and BASIC cartridge). This game will not load if any cartridge slots are occupied.
- 2.) Connect the cassette recorder to the PERIPHERAL jack of the computer. (Make certain the recorder is as far removed from the TV set or monitor as possible.)
- 3.) Make sure that the cassette is completely rewound to the beginning of Side 1. (The tape pack should appear on the left side when looking down into the cassette window.) Place the cassette in the recorder and press the PLAY button. Note: If you experience any difficulty loading the program after completing step number 7, try again. A back up copy of the program is available on the other side if you flip over the cassette and rewind it to the beginning.
- 4.) Push the yellow START key on the right of the Atari® and KEEP IT DOWN.
- 5.) Turn on the computer. It will beep once to let you know it is ready to load the tape. When it beeps, release the START key.
- 6.) Press the RETURN key on the keyboard. The cassette player will begin to run and the program will load. It will take several minutes to complete loading because of the length of the program. If you like, you can turn up the TV volume to hear the loading process and verify that all is proceeding correctly.
- 7.) When the entire program is loaded, the cassette player will stop automatically and you will be ready to begin the game. You should rewind the cassette and put it back in the box.

DISKETTE VERSION

- 1.) Turn off the Atari® 400/600XL/800/800XL/1200XL/1400XL/1450XLD™ and remove all cartridges from the program cartridge slots (including game cartridges and BASIC cartridge). This game will not load if any cartridge slots are occupied.
- 2.) Connect the disk drive to the PERIPHERAL jack of the computer. (Make certain the disk drive is as far removed from the TV set or monitor as possible.)
- 3.) Turn on the disk drive and insert the diskette. Close the disk drive door.

- 4.) Turn on the computer. The program will automatically load and run in a few seconds.
- 5.) When the entire program is loaded the disk drive will stop automatically and you will be ready to begin the game. You should turn off the disk drive, remove the diskette and put it back in the box. (Do not place the diskette on the computer or TV set as their electrical fields may damage the program recording.)

NOTE: It is essential with both versions of FORBIDDEN FOREST that you start with the computer turned "off" and with no program cartridges in the computer cartridge slots (left or right).

USING THE JOYSTICK

Plug the Joystick into CONTROL PORT NO. 1. Hold the Joystick with the red fire button in the upper left corner facing the TV. The Joystick has several functions in the game and the fire button is highly discriminated from the stick positions. Therefore, you should not press the fire button while holding the stick in any but the center position, or neither function will work. The fire button alternately reloads and fires. The first press will load an arrow from the quiver to the bow. The second press will fire the arrow. You are then ready to reload again. You must reload before you can fire.

Pushing the stick left or right turns the archer from side to side through eleven different shooting angles. By combining these angles with the trajectory positions you can hit any point from the top of the bow to the top of the screen. If the archer is turned completely to one side or the other and you continue to hold the stick in that direction, the archer will begin to run in that direction and will continue to run as long as the stick is held to that side. It is not possible to reload or fire an arrow while running, although if you are already loaded you will be ready to fire when you stop running.

The last function of the fire button is as a restart button after you have been destroyed by a monster.

PLAYING FORBIDDEN FOREST FOR THE FIRST TIME

After the title presentation is completed, the archer will appear and be ready for Joystick Control. *Press the START key to begin. (Pressing the OPTION key will end the game; move the Joystick to continue).* Nothing will happen until some Joystick input is received. Be Alert! Monsters can attack suddenly and without warning. (**Hint:** the best initial move would be to press the fire button to load an arrow so that you will be ready to fire). When something attacks, if you are ready, the creature can be hit and obliterated.

Note: If the attack catches you off guard or unloaded, then turn away from the creature and run. The creature will chase you, so keep running until you have lost it offscreen. If you are successful in either avoiding or killing the monsters, they will keep coming until you have killed the required number of them (see scoring). However, if you should be destroyed, the screen will go black for a moment, and then everything will return as before, waiting for your control. You can survive two attacks by each of the various monsters and return to continue the fight. Your score and number of kills thus far will be retained. However, the third attack is fatal. Your score is cleared and the game is officially over.

You may chose to start the game from the beginning by pressing the START key on the keyboard. If you do, you may proceed as before.

The continue option is primarily for practice. By pressing the fire button, the game will restart at exactly the point it stopped. The score will be zero but will continue to score normally.

If you should survive all five challenges the game will continue directly into the next level. (**Note:** If you should wish to stop the game at any point, press the SELECT key while the action is in progress and the game will pause; to begin move the Joystick.

MONSTERS AND GAME HINTS

The first attack will come from the giant spiders. They will rush at you from either side unexpectedly. They will turn and turn back, they will dodge the arrows, but mostly they will go right for you; and they are hungry! The best shot is as soon as they appear but you can hit them right up to your nose. However, a miss at that range will prove most unpleasant, so be ready to run.

If you hear a buzz in the air, be careful. There is probably an obese bumble bee hovering overhead and he has a nasty stinger for you. He is not very smart but he's quick and difficult to hit. Aim carefully and keep away from him.

Favorite among the Demogorgon's hoardes is the dragon. He might use the surprise attack from either side. But he will always end with a blast of fire. If you hesitate for an instant you will become the guest of honor at the Dragon's private barbecue. Shoot for the head; it is his only vulnerable spot. You can rack up points for hits on the body but you must hit the head for a kill.

Congratulations, if you vanquished the Dragon, St. George will be proud. But you have made the Demogorgon very angry. He will now send out his right-hand man; the Forest Phantom with his personal contingent of killer skeletons. The phantom will stand back watching while his calcified children attack relentlessly trying to shishkabob you with their spears. You can kill the skeletons but they'll keep coming until you can get a dead shot off at the Phantom himself. Aim directly for his hooded face.

Now you've done it. You have killed the Demogorgon's pet phantom. That was the last straw. The sky blackens in his wake. Lightning heralds his approach. In the flashes of lightning you may catch a glimpse of a gargantuan figure in the distance. First he is here, then over there. He is invulnerable – except for one small spot just about between his eyes. He is coming closer. You have 80 arrows to make the shot. Wait for the flash and aim at his head. Remember this: you have only one chance at the Demogorgon.

SCORING

		KILLS REQUIRED
SPIDER	1000 pts	4
BEE	2000 pts	1
DRAGONS	4000 pts	1
SKELETONS	1000 pts	- UNTIL PHANTOM KILLED -
PHANTOM	6000 pts	
DEMOGORGON	10000 pts	1

You will receive 10 extra arrows for killing the bee or the phantom. You receive one extra player for killing the Demogorgon. Higher levels require quicker reflexes.

IF YOU CANNOT LOAD THE PROGRAM

- 1.) Check your equipment carefully to be sure that all cables and connections are correct.
- 2.) Re-read the section in the manual about loading machine code programs from cassette tape and diskette. Try to load again.
- 3.) If you can adjust the volume and tone settings on your recorder, try different settings.
- 4.) If possible, load another program from a tape or diskette you know works on your computer. This will prove that your equipment works. Try once more to load your game.

- 5.) The normal reason cassette tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to load tapes made on a different recorder for this reason. Be sure that your tape recorder heads are properly aligned. Your local computer store or dealer can help with this.
- 6.) If the program still cannot be loaded, send the cassette or diskette, with a description of the problem (what the computer displays on the screen, if anything, when you try to load the cassette or diskette or play the game) and what you did to try to correct the problem.

Defective cassettes or diskettes will be replaced at no charge.

Note: Your computer has an automatic protection device to prevent any damage to your TV set. Periodically, the screen may turn to subdued shades of color. Depressing the space bar will reset the normal colors automatically. No damage has occurred to your set, and continued play will not cause any problem.

WARRANTY

This article will be replaced if found to be defective in material and/or workmanship within 90 days of purchase. This shall constitute the sole remedy of purchaser and the sole liability of manufacturer. To the extent permitted by law, the foregoing is exclusive and in lieu of all other warranties or representations whether expressed or implied, including any implied warranty of merchantability or fitness. In no event shall manufacturer be liable for special or consequential damages.

PROGRAMMER BIOGRAPHY – Paul Norman

Paul Norman is one of COSMI's newest programmers. Although some players of "Forbidden Forest" may think Paul has a "weird" sense of humor, there is no doubt that he has an exceptional imagination. Because of his previous background as a musician, Paul was able to write all of the original music for "Forbidden Forest" as well as program the entire game. Congratulations!

Note: Atari® is a registered trademark of Atari®, Inc.



© 1986 COSMI

415 North Figueroa Street, Wilmington, CA 90744

GAMES WORTH PLAYING